GigaPets® Bit Bunnies

CONGRATULATIONS!

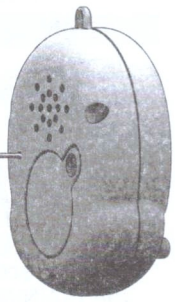
You are the proud new owner of a GigaPets Bit Bunnies, the all new virtual pet toy! The healthier and happier your pets are, the higher your score will be! These instructions will help you along your way.

GROWING YOUR BUNNY FAMILY

When the game begins you will start with one baby Bunny which will evolve into an adult Bunny if you keep them happy and healthy. If you then do a good enough job caring for that adult Bunny your Bunny will become a mama and have baby Bunny. This new Bunny will have it's own personality, games, and animations. By using the INVENTORY menu you will then be able to play with both Bunnies within the same game. When the second Bunny grows up you will then be able to have a third and final Bunny which will also have its own personality, games, and animations.

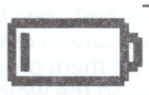
ACTIVATING YOUR DEVICE

To activate your GigaPet, pull the plastic tab from the back of your device. If the screen doesn't turn on right away, try pressing the small button above the battery compartment using a small object like a paperclip or toothpick (this is not a reset button).



INSERTING THE BATTERIES

If you see a low battery flash on your screen you should replace your battery ASAP if your wish to save your progress.



Battery Type: 3V CR2032 button cell

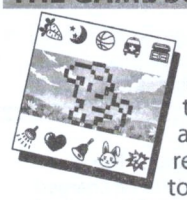
SETTING THE CLOCK (SUPER IMPORTANT)

1.) When you first turn the game on, you will be in CLOCK MODE, ready to set the hour.
2.) Set the current time. Press LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
3.) Press LEFT/RIGHT to adjust the minutes. When the correct minutes are set, press ENTER.
4.) The clock is now set. Now you can name your new pet.

NAMING YOUR GIGAPET

Now that your pet has a birthday, it's time to give it a name.
1.) Press LEFT and RIGHT buttons to search through the alphabet.
2.) Press the ENTER button to select a letter and move to the next space in the pet's name. You may use up to 5 letters.
3.) Press the ENTER button twice to accept the current name and return to GAME MODE.

THE GAME SCREEN



The game screen is your pet's "home." You will see the pet move around the screen and go about their daily routine, just like a real pet. Press the LEFT/RIGHT buttons to light up the ICONS around the outside of the screen. These icons represent all the different activities that allow you to interact with your pet. If you go more than 15 minutes without interacting with your pet you will see a ZZZ image come on the screen indicating that your device is in power save mode. To exit out of this press any button and your pet will start animating again

Pro Tip: There are a few Easter eggs hidden within this game that can be found by pressing certain buttons during specific downtime animations.

RESETING THE GAME

If at any point you wish to start over from the beginning, press the MODE button, then press RIGHT three times to open the reset screen. Press LEFT to select Y, then ENTER to reset your device.

MODE MENU FUNCTIONS

When your pet is on the home screen and you press the MODE button, you can review and edit the time, your pet's name, turn the sound on and off, and reset the game. Press RIGHT to scroll through the mode functions and press ENTER to edit them.

-To change the **TIME**, press RIGHT/LEFT to adjust the number and ENTER when you are happy with it.
-To change the **NAME**, press RIGHT/LEFT change the letters and ENTER to select them.
-To turn the **VOLUME** on or off, press ENTER. A speaker with 3 lines indicates that the volume is on and one with no lines means that it is off.
-To **RESET** the game, press RIGHT to move the arrow to the Y and ENTER to select it.

MEETING YOUR PET'S NEEDS

Try selecting different activities until you figure out what your pet needs or check which stat is low under the heart icon. If any of your stats gets particularly low the icon that it is associated with will flash indicating that it needs immediate attention. If you try to select an activity that your pet does not want to do, it may refuse. If your pet refuses to do anything there is a good chance they need to sleep for the night.

It is important to note that between the hours of 9:00pm-7:00am your pet will only want to sleep. You can still play with your pet at night but it will drop their happiness score.

ALERT?!

You cannot choose this icon. Instead, this icon will light up to let you know that your pet needs something.

SCORE

Choose this icon to check on your pet's progress. Your overall score, which is an indication of how well you are doing, is displayed first. Your score should grow as your pet grows. Use the LEFT/RIGHT button to display screens showing your pets AGE, WEIGHT, HEALTH, HAPPINESS, HUNGER, and DISCIPLINE. HEALTH, HAPPINESS, HUNGER, DISCIPLINE range from 0 (bad) to 100 (good) and help you determine what your pet needs. If any of those scores fall below 60 you should take care of your pet right away. The last statistic screen is the age and weight of your pet. Each day represents a year in Giga-Time.

=HUNGER

=HEALTH

YR =AGE

=HAPPINESS

=DISCIPLINE

LB =WEIGHT

FEED

When you select this activity, you will be given a choice of foods for your pet. The first food you see is the healthy food and if you press the RIGHT button you see the treat food. Once you have selected your food item press ENTER to feed. Your pet needs healthy food to grow and treats to stay happy.

SLEEP

Your Bunnies need about three naps (10:45am, 2:45pm, 6:45pm) and a full night's sleep between the hours of 9:00pm to 7:00am each day (you can still play with your pet during those hours but it will drop their happiness score). If your pet is looking sluggish or ZZZs start to animate over their head it probably wants to sleep. Select the SLEEP icon to turn out the lights for your pet when it wants to sleep, this will help keep your pet happy and healthy

PLAY

Each of the Bunnies has their own unique mini games you can play. Some of the games are available when the Bunnies are babies, and some of them unlock when they are adults. There are also a few hidden games that can only be accessed by entering certain sections of the Bunny world.

Hide and Go Seek: In this game your bunny will pop in and out of 3 holes. You must track their movement and then use the LEFT and RIGHT buttons to move the arrow around. Once you have the arrow above the hole you last saw the bunny peak out of press ENTER to select the hole. If you guess the right hole 5 times in a row you will win the game!

Dinnertime Showdown: At the start of this game you will see your Bunny and StarCat seated at a table. On "GO!" a piece of food will be placed on the table. If the food is a cherry it's meant for the Bunny and you must select the LEFT button but if it is a fish, you must select the RIGHT button to give it to StarCat. For the first round you will have to make 5 correct selections and then you can move on to round 2. In round 2 the Bunny will face off against Floppy Frog. If a carrot pops on the screen press LEFT to give it to the Bunny and if you see a fly press RIGHT to give it to the Frog. Make 10 correct selections and you will move onto the final round where the Bunny will face off against Bigfoot. If you see an apple press LEFT to give it to the Bunny and if you see a piece of meat RIGHT to give it to Bigfoot. Make 15 correct selections and you will win the game.

Easter Egg Catch: In this game your Bunny will have be holding a basket and you must use the LEFT and RIGHT buttons to move them towards the falling eggs. This game has 3 levels so for first round you must catch 5 eggs, followed by 10 eggs, and then finally 15 eggs. If you drop 3 eggs you will lose the game.

Harvest Time: In this game you will see carrots slowly growing from the ground. Press the LEFT and RIGHT buttons to move towards the carrot that is growing the fastest and pull it out of the ground using the ENTER button. Successfully harvest 7 carrots and you will win but if you don't pull the carrots fast enough and you let 3 rot you will lose the game.

Underground Maze (Adult Bunny 1 Hidden Game): In this game you must navigate your way through the underground tunnels to reach the Bunny's stash of carrots. Press LEFT to move to the left, RIGHT to move to the right, ENTER to move up, and MODE to move down. If you do not reach the carrots within 1 minute and 30 seconds will lose the game.

Hop Up The Wall: When the game begins press either the RIGHT or LEFT button to start hopping up one of the walls. Once your Bunny's is hopping towards the first wall press the opposite button of the one you just pressed to hop to the other wall. From there keep rotating between the LEFT and RIGHT buttons until you make 10 successful hops and get to the top of the walls.

Basketball Balance: When the game begins your Bunny will hop on top of a basketball. From there the ball will begin to roll and it's your job to keep your Bunny steady. To do this press the LEFT button if the ball is moving towards the left and the RIGHT button if the ball is moving towards the right. Stay balanced for 20 seconds and you will win the game.

Bunny Hill: In this game your Bunny is skiing down a hill and they need your help to navigate different turns and obstacles. If there is a rock in your way press ENTER to jump over it. If the sloop is curving towards the left press the LEFT button to turn or press the RIGHT button if it's curving towards the right. Make it to the bottom of the hill and you will win the game but if you hit more than 2 rocks or fall off the side of the hill you will lose the game.

Bunny Train: When this game beings you will see one small Bunny moving around the screen looking for food. To move the Bunny towards the food, press the LEFT button to move left, the RIGHT button to move right, ENTER to move up, and MODE to move down. As you pick up each piece of food you will also gain another Bunny in your train. Eat 10 food pellets without running into a wall or part of your train and you will win the game.

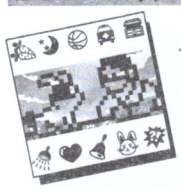
The Great Carrot Caper (Adult Bunny 2 Hidden Game): When the game begins you will see your Bunny on the right side of the screen, a carrot left side of the screen, and a farmer in the middle. When the farmer's back in turned and they are waving their hand press the LEFT button to move towards the carrot. When you reach the carrot take as many bites as you can using the ENTER button before the farmer begins to turn around. When you see the farmer turning press the RIGHT button to go back into hiding. It takes 3 bites to finish each carrot and you must eat 3 carrots to win the game. If you get caught by the farmer you will lose the game.

Carrot Eating Contest: In this game you will see a giant carrot appear on the screen that you must help your Bunny to eat. Use the RIGHT button to move your Bunny up on the screen, use the LEFT button to move your Bunny down on the screen, and the MODE button to take a bite. Eat the whole carrot in less than 1 minute and 30 seconds and you will win the game.

Super Hop: When the game begins you will see some flags and one your Bunny's friends which they must jump over. Press the ENTER button repeatedly to fill up the hop meter to an appropriate level for the distance the Bunny must jump and the RIGHT button to launch the Bunny into the air. This game has 5 levels and as the game progresses the distance you must jump and the level you must hill the hop meter to will increase. Complete all 5 hops and you will win the game.

The Tortoise and The Hare: In this game you will be competing against a turtle in a foot race. To move forward press the ENTER button repeatedly. If you make it to the finish line before the turtle you will win the game. This game might simple however if you are kind to the turtle enough times, you may receive a reward…

DOCTOR



Just like a real pet, your GigaPet will sometimes get sick. Select this activity to take your pet to the doctor but try not to take your pet to the doctor too often or it will drop their happiness score.

INVENTORY

In this game you can care for up to 3 pets at the same time. To switch which pet is on your game screen go to the INVENTORY icon, scroll through the pets by using the LEFT and RIGHT buttons and press ENTER when you find the one you want to play with.

It is important to note that when a pet is in your inventory their stats will slow but they will not stop dropping so it's important to check on all of your pets periodically.

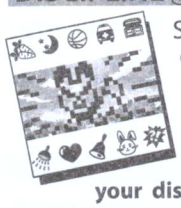
CLEANING

Sometimes your pets will leave droppings and you must clean them up. If there are droppings on the screen, select the CLEANING icon to clear them away. If there are no droppings on the screen, you can select this activity to give your pet a thorough, all-over cleaning. If you want your GigaPets to stay healthy, don't leave droppings lying on the screen, and don't let your pet walk around dirty.

TRAINING

Your pets can do all sorts of interesting things. Select the TRAINING icon and press either the LEFT/RIGHT key until the word TRICK appears then press ENTER. Now you will see the tricks that the pet you have selected can perform. Press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER. Your pet will attempt to perform the trick, be sure to reward your pet if they perform the trick correctly to train them properly. To reward your pet, select the TRAINING icon and the word REWARD will appear on the screen. Press ENTER again to reward your pet. If your pet has been properly rewarded for the activity you select, it will obey your commands and boost the pet's disciple score!

DISCIPLINE



Select this activity to discipline your pets. Your pets do not like to be disciplined, but some discipline is necessary if you want them to behave properly. Don't select this activity too often, or your pets will become unhappy and unhealthy!

If you don't like this feature you can also raise your discipline score using the training function.

GAME OVER

If any of your Bunny's scores drop below zero they will pass away and become an angel. However, fear not because you can immediately resurrect them by pressing the ENTER button when you see the little angel animation. If all 3 Bunnies pass away you will be brought back to the Time/Name screens where you can start a new game.

IF YOUR PET IS ACTING BUGGY:

Chances are you have a low or malfunctioning battery. Try replacing the battery with a new name brand battery and then press the small button on the back of your device with a paperclip or toothpick. That should hopefully fix any issues you are experiencing.
If you continue to experience issues please contact us at hello@topsecrettoys.us and we will gladly assist you.

⚠WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

TO ENSURE PROPER FUNCTION:
- Do not mix old and new batteries - Battery installation should be done by adult - Non-rechargeable batteries are not to be recharged - Rechargeable batteries are only to be charged under adult supervision - Only batteries of the same or equivalent type as recommended are to be used - Batteries are to be inserted with the correct polarity - Exhausted batteries are to be removed from the toy - The supply terminals are not to be short-circuited.

Use code Giga10 for 10% off your next purchase at www.gigapets.com

Keep the instructions since it contains importation information

This device complies with Part 15 of the FCC rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. NOTE: Change or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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